XBOX

LIVE ONLINE ENABLED

OUTLAW
TENNIS
™

6'6"   6'6"
6'0"   6'0"
5'6"   5'6"
5'0"   5'0"
4'6"   4'6"
4'0"   4'0"
3'6"   3'6"

OUTLAW LINE   OUTL   W-LINE   DO NOT CRO

MTV GAMES

GS
GLOBAL STAR
SOFTWARE

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may burn in to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.
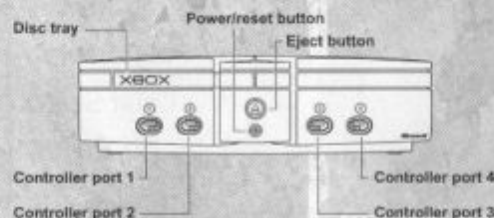
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TABLE OF CONTENTS

GETTING STARTED

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the Outlaw Tennis™ disc on the disc tray with the label facing up and close the disc tray.

5. Follow the on-screen instructions and refer to this manual for more information about playing Outlaw Tennis™.

Disc tray — Power/reset button
— Eject button
XBOX
Controller port 1 — — Controller port 4
Controller port 2 — — Controller port 3
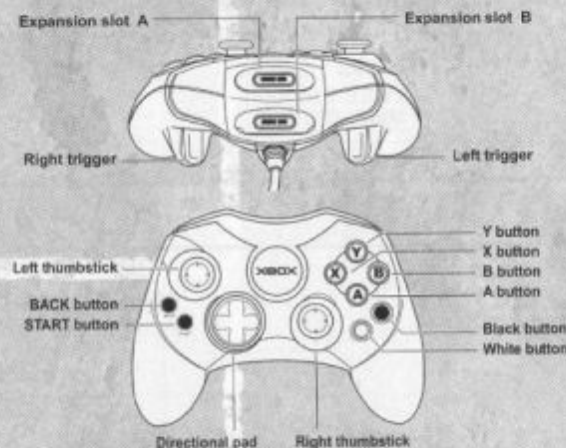
AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.

- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.

- Do not leave a disc in the Xbox console for extended periods when not in use.

- Do not move the Xbox console while the power is on and a disc is inserted.

- Do not apply labels, stickers, or other foreign objects to discs.

BASIC CONTROLS

Using the Xbox Controller

1. Insert the Xbox Controller into any Controller port on the front of the Xbox console.

2. Insert any expansion devices (for example, Xbox Memory Units) into Controller expansion slots as appropriate.

3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Outlaw Tennis™.

Expansion slot A — — Expansion slot B
Right trigger — — Left trigger
Left thumbstick — — Y button
— X button
— B button
— A button
BACK button —
START button — — Black button
— White button
Directional pad   Right thumbstick

MENU CONTROLS

RETURN TO PREVIOUS MENU

SELECT HIGHLIGHTED OPTION

D-pad
CYCLE THROUGH MENU OPTIONS

CONTROLS

Left Trigger
(hold) EXTRA SPIN

Right Trigger
(hold) TURBO

Y button
LOB

B button
TOP SPIN

Left Thumbstick
MOVE PLAYER

A button
FLAT SHOT

Start button
PAUSE

X button
SLICE/DROP SHOT WHEN AIMING CLOSE TO NET

XBOX LIVE

Take Outlaw Tennis™ Beyond the Box

Xbox *Live®* is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a friends list with other players, see when they're online, and receive invitations to play games. Invite your friends to play and talk to them in real-time while you play.

Downloadable Outlaw Tennis™ Content

If you are an Xbox *Live* subscriber, you can download the very latest content (such as outfits, accessories, and new characters) to your Xbox console.

Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, go to www.xbox.com/connect.

INTRO

Getting started

First you must Create a profile or Load a previously created profile. The default Profile name is Outlaw Tennis. You can also use this screen to delete any profiles you no longer need.

Cycle through the letters and number with the D-pad. Select your letters with the **A button**, and hold down the **Left Trigger** to shift the onscreen keyboard to uppercase letters/symbols.

Once your profile is created, you can now pick from the various Game Modes, change your Options, view your Tour statistics for your profile and view the various Movies you've unlocked.

GAME MODES

Outlaw Tennis features Quick Play, Exhibition Mode, Tour Mode, Drills and Xbox Live.

Quick Play

You pick the court and difficulty, we pick the players. This is a quick way to get into a Classic Tennis Match without having to sort through all the options.

Exhibition

Exhibition mode is a quick way for a player to get into a game of Tennis, with 7 different Play Styles to choose from, and up to 12 customisable Play Style Settings to tailor the game to your wishes.

Match Type –

Available in **Singles** (one player v one player), **Doubles** (two players v two players), and **Canadian Doubles** (one player v two players)

Advantage –

Once the score gets to 40-40, it is known as deuce. With **Advantage** turned **ON**, once at deuce, one player must win two consecutive points to take the game. The person to win the first point after deuce is said to have the "Advantage." With **Advantage** turned **OFF**, the person to win the first point after deuce, wins the game.

Win by 2 games –

With win by 2 games turned ON, if the score in a set becomes five-games-all, one player must be two games ahead to win the set. However, if the score reaches six-games-all, a tiebreak is played to decide who wins the set. With Win by 2 games turned **OFF**, the person to win the required number of Games Per Set wins.

TIEBREAK RULES: The first player to reach seven points, wins the tiebreak and the set. But if the score reaches six-points-all, the winner is the first player to win two points in a row.

Games per Set –

Choose the number of games necessary to win a set. Minimum is 2 games, maximum is 6 games.
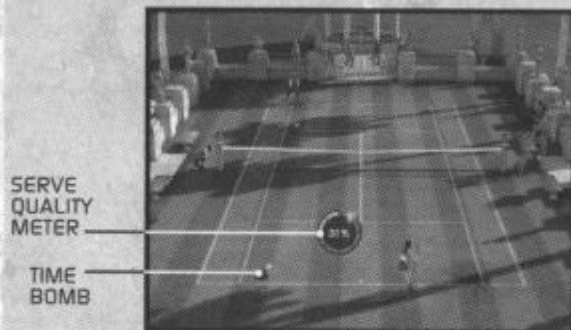
Sets per Match –

Choose the number of sets necessary to win the match. Minimum is 1, maximum is 5.

AI difficulty –

The default setting is **Pro**. With practice and effort, you'll feel right at home with this difficulty. If you still can't get the hang of it you can set it to **Amateur**, and if you're a big shot who loves the extra challenge, you can set it to **Veteran**.

Time Bombs -

With Time Bombs turned **ON**, any winning point deposits a time bomb where the ball last touched. The Time Bomb will then do what time bombs do, and go off after about 5 seconds of game time. Watch out for the smoking fuse, as this means explosion is imminent.

SERVE QUALITY METER

TIME BOMB

Team Match Timer -

When turned **ON**, you have the chosen amount of time to complete all your return shots in a match. As soon as you hit your shot, the clock stops, and as soon as your opponent hits their shot, the clock starts again. Works very much like a chess clock.

Match Timer -

When turned **ON**, this represents the entire length of time for gameplay. Whoever leads when time runs out, wins the game. The clock only runs when the ball is in play.
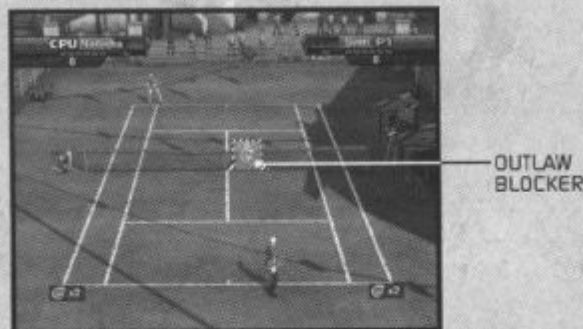
Challenges -

When turned **ON**, the coolest and fattest line judge around, Heavy G offers you a challenge at the beginning of every match. Complete the challenge and earn yourself 30 seconds of unlimited turbo. When turned **OFF**, Heavy G will leave you alone.

HEAVY G CHALLENGE

The first player/team to win a game from Deuce gets 30 seconds of unlimited Turbo Power.

Blocker - The Outlaw Blocker

When turned **ON**, the Outlaw Blocker is a malicious square of digital fibreglass that slides back and forth along the net. Known to some as the great equaliser – you can try timing it, you can try avoiding it, but it WILL get you in the end.

OUTLAW BLOCKER

Weather -

When **OFF**, the weather's forever pleasant; when ON, there's a chance for rain or snow.

Tour Mode

The blood, guts and glory of Outlaw Tennis, The Tour is where you unlock characters, courts, clothing, accessories (hats, glasses & wrist bands), racquets, Drill events. You must take each Outlaw and win 5

events, through a gauntlet of game modes, against the entire Outlaw stable. And over the course of beating 80 events, you gradually unlock bonus characters, courts and movies!

NOTE: With two controllers plugged in, you can play Co-Op during any DOUBLES match within Tour.

So invite a friend over, load up your Tour, and when you lose you can blame them.

Outlaw Drills

If you're going to play the Tour, you better do the Drills, or both you and your characters will be stuck in Crapville for all eternity. The Drills allow you to improve character's skills as well as your own, through 20 events designed to test and hone your abilities. Accuracy, Serving, Speed, Power, and Lob are all tested here, rewarding you with skill points you can use to boost the player's attributes of your choosing.

Serve: The in-game serve meter determines your power and accuracy- the higher the meter percentage, the more power and accuracy you get. Your serve attribute determines how high your turbo % needs to be to get an accurate serve, the higher your serve attribute the more likely you will get perfect accuracy even with a low serve %. With low serve skill you will most likely fault if you are aiming to the corners and don't hit a high %. A 100% serve will be perfect no matter what your serve attribute is.

Accuracy: Controls how close the ball will go exactly where you're aiming.

Power: Controls the amount of power you can generate on your shots.

Speed: Controls the speed with which your character gets around the court, which in turns affects the amount of ground you can cover.

Control: Controls how fast you can move your aim. For example: with a low control rating, if you get to a ball at the last minute, you have a very limited range of aim. With a high control rating, you still can put the ball almost wherever you like, even getting to the ball at the last minute.

Endurance: Controls how fast your Turbo depletes when using Turbo run. (I.e. the higher your endurance attribute, the slower your Turbo depletes.)

PLAYER SETUP

Exhibition

If you selected EXHIBITION, there are 7 play styles to choose from when setting up a game. (These play styles appear in Exhibition mode, Tour mode during Tour events, and in Xbox *Live* mode when setting up an online game. In the Exhibition and Xbox *Live* modes, the player will be able to choose which play style they would like to play. In Tour mode, the play style is pre-determined by the event chosen.)

- **Classic:** Tennis with the standard game, set, match scoring rules.

- **Hot Potato:** Standard Tennis rules, but with an exploding ball. When the Hot Potato meter fills up, the ball will explode. If it's on your side of the court, that means you blow up too.

- **Casino:** A dollar is added to the pot each time the ball is hit. Whoever wins the point gets the pot, and Aces are worth ten bucks. Though service and match length are determined by standard rules, the winner is the one with the most money at the end of the match. Consecutive wins raise the pot ante a $1. Lose and the pot's reset.

- **Baseball:** When it's your serve, you're up to bat, and lost points count as outs. 3 outs and the serve changes hands. The longer the rally, the more bases you get for winning the point. (Each time the server gets the ball over the net another base is added. 1 hit is a single, 2 is a double and 3 or more is a triple. The serve is not included.) Aces are home runs. The player with the most runs wins.

- **Football:** When it's your serve, you have the ball, and try to march your way for the touchdown. The longer the rally, the more yardage you gain if you win the point. Each time the server hits the ball the football moves 5 yards toward the end zone, and an Ace is worth a 35 yard gain. If you lose the point, you turn the ball over, and the serve changes hands. The player with the most points wins.

- **Pinball:** Score points by hitting various pinball bumpers all over the court. The smaller the bumper, the higher the points. You can only score when you are the server, and the match has a certain number of "turns," one of which is deducted every time the service changes hands. Service changes hands each time the server loses a point. When the "turns" are done, the player with the most points wins.

- **Ping Pong:** Standard Tennis with Ping Pong scoring. Play an 11 or 21 point game, with service changing every 5 points. Faults are lost points. Score an automatic shutout (a skunk) by beating your opponent 7-0 or 11-0.

When setting up your controller, there will be icons depending on how many controllers are plugged in. Pick your sides, and away you go.

If you selected TOUR, you will first be asked to choose between Amateur, Pro or Veteran Tour.

NOTE: The Tour you pick will be saved into your profile. ONCE THIS HAS BEEN DONE, YOU CANNOT CHANGE YOUR DIFFICULTY SETTING. If you want to play on a different difficulty, you will need to create a new profile, so choose wisely.

Once you've made the momentous decision regarding Tour difficulty, you will be whisked straight to character selection. Cycle right or left with the D pad to choose. You only start with 4 characters, so you'll have to work through the Tour to unlock everyone else.

Once you've selected your character, you can configure them to your tiny little heart's content. Clothing, Accessories, and Racquets can all be changed here, providing you've unlocked them.
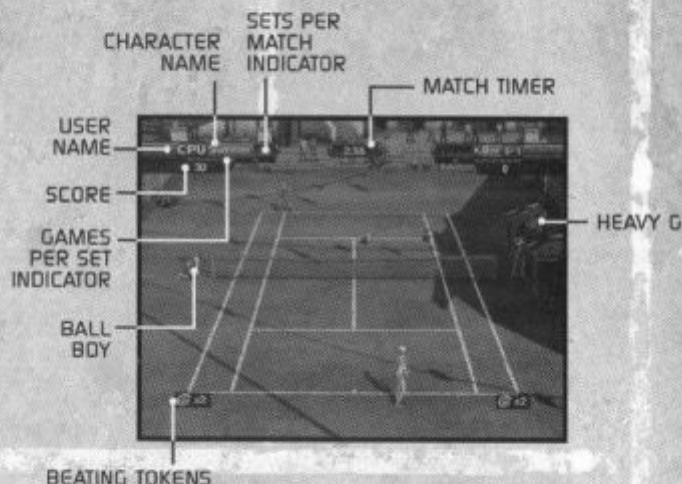

COURT SELECT

At the court select screen, just scroll left or right to choose a court. Any court not yet available will show a padlock icon until you've unlocked it. In addition to the courts visible here, there are additional courts that you won't unlock until you've completed the entire Tour.

Court surfaces differ widely, affecting various attributes such as footing, ball bounce height, and play speed. The different surfaces include:

- **Clay:** Loose Footing (sliding), High Bouncing ball, considered to be a slow surface (ball slows down when hitting the ground).

- **Hard Court:** Tight Footing (No Sliding), Medium-High Bouncing ball, considered to be medium - fast surface.

- **Grass:** Tight Footing (No sliding), Low bouncing ball, considered to be a fast surface (ball moves fast when hitting the ground)

- **Snow:** same as clay.

HUD

CHARACTER NAME
SETS PER MATCH INDICATOR
MATCH TIMER
USER NAME
CPU
SCORE
GAMES PER SET INDICATOR
BALL BOY
HEAVY G
BEATING TOKENS

TURBO & SERVING

Holding down the **Right Trigger** at any point during gameplay will reveal your Turbo meter. As you run around holding the **Right Trigger**, you can watch your Turbo meter diminish. Your Momentum meter determines how fast your turbo regenerates (the more full it is, the faster it regenerates), while your Endurance attribute determines how quickly it is depleted. Playing well and winning points will raise your Momentum meter. If it's empty, hunker down and win some points.

Turbo Shots

If the ball's in play, and you have a full Turbo meter, you can crank a high-speed Turbo shot by holding down the Turbo button while hitting your shot. You have to be in position early to hit these shots, and your Turbo meter needs to be at least 75% full. Likewise, 75% of your Turbo will be depleted. Don't cry about it, it comes back.

When serving with a full Turbo meter, you can hold down the Turbo button while serving, and if you get the serve meter to 100% you will execute a Turbo serve. (Same as Turbo Shot — you need at least 75% power to pull it off and it will deplete 75%) This will also deplete almost your entire Turbo meter. Every character in Outlaw Tennis has a different signature Turbo Serve, so try them all and taste the rainbow, or something.

GAMEPLAY TIPS

- For more power on your shots, aim towards the back area of the court.

- The Outlaw Drop Serve is an incredibly effective serve-and-volley technique invented by the wily Bruce Lieberman. Aim toward the nearest far corner, just on the other side of the net. You need to get 97% or more on your serve meter to pull off one of the most effective shots in the game.

- Hold the **Left Trigger** to put extra spin on your Slice & Topspin Shots. If done right your Drop Shots will barely bounce forward and you can get a little extra speed on your topspin shots (although they will bounce higher giving your opponent a potentially harder return).

- Vary your shot selection. Don't always it hit cross-court; don't always hit it deep; don't always wear the same shirt - variety is the spice of Outlaw Tennis, and therein lies your best chance at success.

- Use your Turbo wisely. Remember to hold the **Left Trigger** when you want to use your Turbo, but just as importantly, remember to take your finger off it. You can't spend the whole game Turboless, or else losing is just minutes away.

- Don't forget about the option to play **Co-Op Doubles** during Tour mode. You need two controllers plugged in, and it's only for Tour doubles matches. Obviously you can play doubles together anytime you like during Exhibition.

FIGHTING

It wouldn't be an Outlaw game if you didn't get to beat the living daylights out of someone. And now we've made it easier than ever. If you have beating tokens available, press the **Y button** and enter The Beating Mode. Once in beating mode, press X, Y, B, A as fast as you possibly can, to fill up the meter at the top of the screen. It's best of 3 rounds, so the first person to win 2 rounds gets 30 seconds of Hyper Model which, when you balance the cheque books, equals 30 seconds of unlimited turbo and super reflexes.
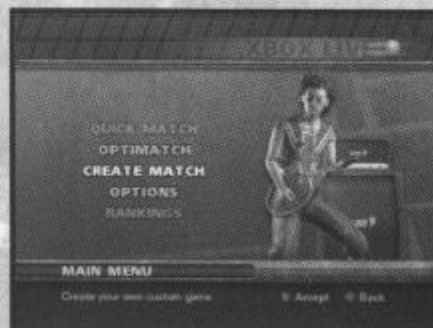

ONLINE PLAY

When you've had your fill of waxing the computer's behind, take your game online and destroy real people's self-esteem.

First select Xbox *Live* from the Game Mode menu, then sign in with your Xbox *Live* account.

NOTE: Online Doubles play is available, but you can only play two players on one console versus two players on another console. If you wish to do this, then BOTH doubles players must sign on to Xbox *Live* before you go to the online Main Menu.

Once you've signed in and selected your character, it's time to find or create a match. From the main Live menu you can view friends lists, online stats, rankings and most recent opponents. You can also download the very latest content, as well as change your online options here.

To get into a game you have a few options:

- **Quick Match:** search for any available games, regardless of type.
- **Optimatch:** Set search parameters for exactly the type of game you're looking for.
- **Create Match:** Set up your own game, however you like.

Online Options

When you Create a Match, you've got some choices to make. Along with all the standard options from the single player game, you can also make your game public (anyone can join) or private (friends list invite.)

Two other important factors are **Experience** and **Tour Skills**.

- Your **Experience** option comes in two levels: Outlaw and Newbie. Clearly, if you're new to the online world, and maybe aren't that good at Outlaw Tennis yet, you should probably pick Newbie. If you're blazing through the Outlaw Tour and fancy yourself a veteran, you should pick Outlaw. If you're truly a Newbie and you pick Outlaw, it'll probably be rough for a while until your skills improve; and if you're truly an Outlaw and you pick Newbie, well, you're just a pathetic sport who probably beats up children for fun.

- **Tour Skills** determines how good your players' attributes are. With **Tour Skills** turned OFF, all players will be set to their default settings, which is to say, fully powered up, but with attributes chosen by the computer. This levels the field for people who haven't spent the time in Drills, building up their character. With **Tour Skills** turned ON, you get to keep all the hard work you've put into building up your characters attributes, with all you and your opponent's characters having only the attributes the two of you have given them.

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Arling & Cameron
Written by Gerry Arling & Richard Cameron.
Published by Gerry Arling (ASCAP) and Richard
Cameron (BUMA/STEMRA).
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"Fuzz"
(Featuring Cannibal Ox)
Sharkey
Written by S. Gardner, T. Arrington, S. Sharkey,
S. Cooper,
Published by Swimming With The Sharks Music
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"Little Cabin Song"
(Featuring Zooks from the Spark & Billy Moon)
Sharkey
Written by M. Griffin, C. Hollingsworth,
S. Sharkey, P. Flood.
Published by Swimming With The Sharks
Music(ASCAP) / Matthew Griffin Music
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"Phone Sex"
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"Skateboarder's Blues"
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Mathematics vs. Tactile
Written by M. Genato, J. Ronaghan, R. Dank
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